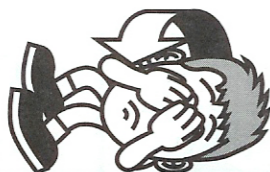




"Firefighter Phil's" FIRE SAFETY GAME

24

Show how to
Stop, Drop and Roll,
and roll again.



26

27

28

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36

37

33

Electrical outlet
is overloaded.
Go back
5 spaces.

You toured a
Fire Station. Go
ahead 3 spaces.

38



23

22

21

20

19

Oily rags left
near furnace.
Lose one turn
and clean up.

18

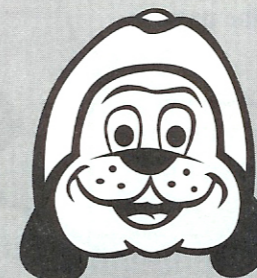
17



30

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44

You hid
under
your bed.
Lose
a turn.

45

46

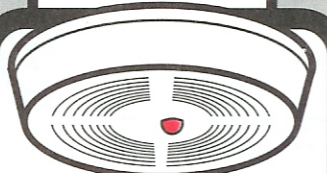
12

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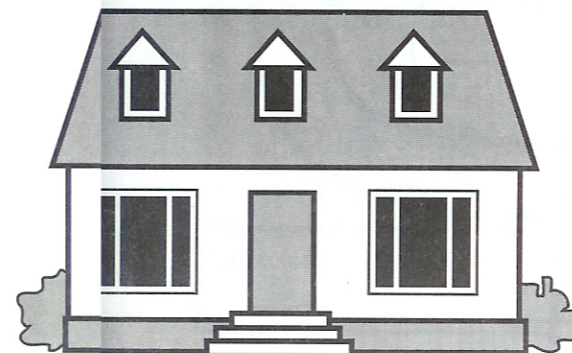
(see pg. 8)
Recite your
emergency
calling rules
Go again.

15



16

You tested
your Smoke
Detector. Go
ahead 3 spaces.



FINISH

47

48

49

11

DIRECTIONS:
You need one die.
Each player needs
a penny for a
marker.

Follow the path
to a fire-safe
home!

You made an
escape plan.
Go ahead
3 spaces.



5

4

3

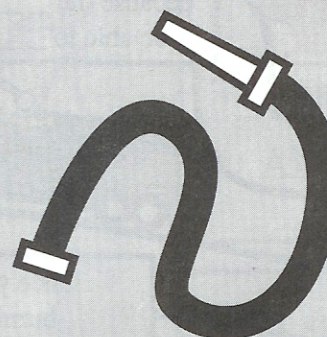
2

1

53

52

51



50

You finished a
home hazard
hunt with your family.
You now have a
fire-safe home.

GO TO FINISH!



You played
with matches.
Go back to
the START.

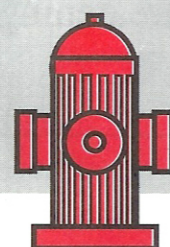
10

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7

6



START

